Wii™

SUPER MARIO GALAXY 2™

INSTRUCTION BOOKLET MODE D'EMPLOI FOLLETO DE INSTRUCCIONES

Vimm's Lair

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-L

WARRANTY & SERVICE INFORMATION

REV-R

You may need only simple instructions to correct a problem with your product. Try our website at support.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge.* The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.*

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

*In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, SOFTWARE, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

DOLBY PRO LOGIC II

Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories.

This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You need to enable "Surround" in the sound settings of the game console.

EVERYONE E CONTENT RATED BY ESRB

© 2010 Nintendo. TM, ® and the Wii logo are trademarks of Nintendo. © 2010 Nintendo.

Vimm's Lair

Contents

- Prologue 4
- Controls 5
- Starting the Game 7
- Traveling the Galaxies 8
- Mario's Moves 11
- Mario's Special Moves 14
- Yoshi's Moves 16
- Yoshi's Special Moves 18
- Objects 19
- Items 22

⚠ CAUTION: WRIST STRAP USE

Please use the Wii Remote™ wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

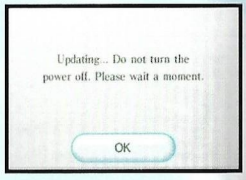
Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play, and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the system will check if you have the latest version of the system menu, and, if necessary, a Wii system menu update screen will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the Wii system menu in order to play the Game Disc.

When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed, causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.



Prologue

Shining stardust falls on the Mushroom Kingdom once every hundred years. That time had come again...

Mario™ ran through the field with stars falling around him. Suddenly, he noticed a strange light in the grass.

As he peered cautiously through the reeds, he saw a small, lost Luma.

With the baby Luma tucked safely under his cap, Mario rushed on to the castle.

But when he got there, something unexpected was waiting for him...

Starship Mario

This strange, Mario-shaped spaceship was built by Lubba. You can use it to travel through the universe!

Lubba

Lubba is a spirited spaceship mechanic who travels the cosmos. After Bowser™ kidnapped Peach™, Lubba built Starship Mario to help Mario chase down the big villain.

Baby Luma

Mario found this lost little Luma. He grants Mario a mysterious power of the stars, which comes in handy as they explore the cosmos together!

Lumas

These star-shaped creatures live throughout the universe. They especially love eating Star Bits. There are many different types. The orange one is a Co-Star Luma that will help Mario during his adventures.

Mario

Peach has been kidnapped by Bowser, so Mario leaps into a deep-space adventure to save her...

Yoshi

After Mario bumps into Yoshi™ in a certain galaxy, Yoshi will show up from time to time and help Mario in his quest.

Vimm's Lair

Controls

This game is played using both the Wii Remote™ controller and Nunchuk controller, so you will need to connect a Nunchuk to your Wii Remote.

Nunchuk™ and Wii Remote™

Use these controls to play as Mario and his friends. The green text refers to the controls for when you are riding on Yoshi only.

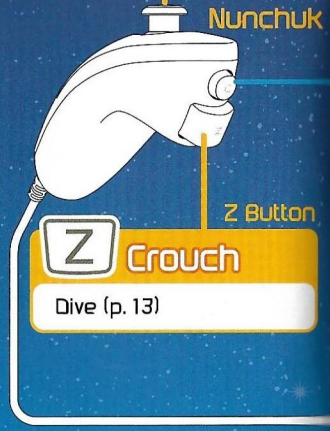
Wii Remote Jacket

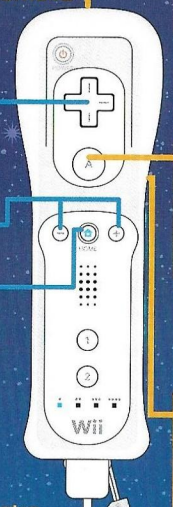
How to Hold the Wii Remote and Nunchuk

Please check the Wii Operations Manual and the Wii Remote Jacket manual for more information on how to attach the Wii Remote Jacket and Wii Remote wrist strap.

When using the Nunchuk

Please be sure to refer to the Wii Operations Manual and Nunchuk manual.




Wii Remote
+Control Pad
Change camera view
Select options
- Button /+ Button
Display pause menu
HOME Button
Display HOME Menu
If you turn off the sound on your Wii Remote, that sound will come out of your television.
C Button
Camera reset (Return to normal view)

Pointer

Pick up Star Bits

Move pointer, Point at a Pull Star

Aim at enemies or fruit (p. 16)

A Button

A Jump

Select, Speak/Read, Swim, Grab a Pull Star

Flutter Jump (p. 17)

B Button

B Shoot Star Bit

Cancel a command

Gulp/Spit Out (p. 16)

Grab (p. 17)

Pull (p. 16)

Shake

Spin

Activate an object

Head Shake (p. 17)

Get on Yoshi (p. 16)

Remember, moves performed by shaking the Wii Remote can also be achieved by shaking the Nunchuk.

Co-Star Mode

This game is normally played with one player, but if you have two Wii Remote controllers, you can play with two players. The Co-Star Luma cannot move on his own, so it will follow Mario. Player 2 needs only the Wii Remote. Press Ⓐ, ①, ②, or the +Control Pad to display the P2 pointer. Move the P2 pointer around and see what you can do with it!

Check the Wii Operations Manual for more information on how to sync a Wii Remote.

Co-Star Luma Controls

Collect Star Bits	Point at Star Bits.
Shoot Star Bits	Point where you want to shoot and press B.
Spin	Shake the Wii Remote.
Stop an Enemy	Point at an enemy and press Ⓐ. *This may not work on some enemies.*
Defeat an Enemy	Shake the Wii Remote while an enemy is stopped. *This may not work on some enemies.*
Activate a checkpoint	Point at the checkpoint and press Ⓐ.
Grab a coin	Point at the coin and press Ⓐ.

You can check controls for ★ on the file-selection screen.

Vinnm's Lair

Starting the Game

Insert the Super Mario Galaxy 2 Game Disc in the Wii console and follow the on-screen instructions.

Playing from the Beginning and Creating a Save File

When playing for the first time, choose a planet where you want to create your save file. Creating a file requires one free block of space in your Wii system memory.

You can also mark your save file with a Mii™ character stored in your Wii system memory. For more information about creating Mii characters, refer to the Wii Operations Manual.

File Selection Screen

Choose a save file (planet) to play, and choose **Start** to continue from a previous save. Also, you can point at and press Ⓐ to display two-player controls (p. 6).

Icon	Change the icon associated with a save file.
Erase	Erase a saved file. Once you've erased a save file, it can't be recovered. Please be careful!

Press Ⓑ or point here and press Ⓐ to return to the previous screen.

Saving

Your progress will be saved automatically after you complete a challenge. Data cannot be restored once it is erased, so be careful. *Check your Wii Operations Manual for more information about how to erase files from Wii system memory.*

Traveling the Galaxies

You'll control Mario as he launches into a new universe of adventure aboard the Starship Mario, chasing after Bowser and collecting Power Stars.

Look for Power Stars

Mario will adventure through many galaxies. In most galaxies, you will need to complete several objectives to obtain a Power Star. When you obtain the star at the end of a mission, you will open up the next mission in that galaxy, if there are any.

Starship Mario

This is the starting point for many of your adventures throughout the galaxies. You can pilot Starship Mario to distant galaxies, and you can also collect information from Lumas on the ship. When you collect the Grand Star in the last galaxy of a World, the path to the next World will open up.

Star List
This shows which Power Stars you have collected on your journey through the galaxies.
Wheel
Stand here to go to the World Map.
Coins
Star Bits

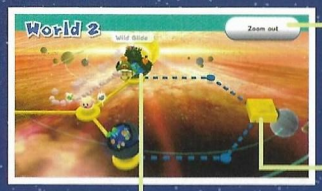
Grand World Map

If you zoom out from a galaxy on the World Map, you will go to the Grand World Map. From this map, you can only travel to Worlds you have already visited. Select a World and press Ⓐ or zoom in on a selected World to travel to it.

Vimm's Lair

World Map Screen

Stand near the steering wheel on Starship Mario to access the World Map.



Zoom Out

Point and press Ⓐ or press down on the +Control Pad. You will zoom the camera back away from the galaxy you have selected.

Star Barrier

Collect a specified number of stars to advance beyond a Star Barrier.

Discovered Galaxy

Point and press Ⓐ to move to a galaxy.

Mission Selection Screen

Point at a mission and press Ⓐ to fly to the galaxy. If you point at a mission you have already cleared, you can see your clear time.

Mission You Have Already Completed

Mission You Have Not Yet Completed

Banktoad

As you advance in the game, a Banktoad will appear near the wheel to hold on to Star Bits you've collected and return them to you as needed. Players using other save files can also access banked Star Bits.

Galaxy Screen

As you go through galaxies, defeat enemies, and collect Power Stars, you'll be looking at this screen. Most of the time the on-screen information will only appear when Mario is standing still, but when your life meter is down to two or less, some of this information will stay on the screen.

Power Stars You've Obtained

Comet Medal

Remaining Lives

Coins

Life Meter

This will go down by one each time you touch an enemy or hazard.

Star Bits

The number of Star Bits you have collected in the current galaxy.

Checkpoint Flag

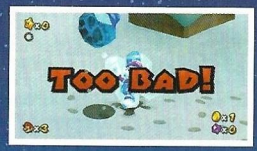
As you progress through a galaxy, you will eventually see a flag like the one to the right. Touching this flag changes it from a Bowser icon to a Mario icon, and if you lose a life, you will restart from this point until you finish or clear the level.

Returning to the map or getting a game over will force you to restart the mission from the beginning.

Checkpoint Flag

Too Bad! and Game Over

When your life meter reaches zero from touching enemies, thorns, or other dangerous things, or if you fall into a black hole, the number of your remaining lives will go down by one. If you lose your life while you have zero remaining lives, the game will end and you will return to Starship Mario.



Changing the Camera Angle

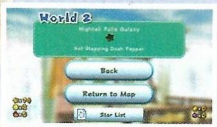
When you're moving Mario around on the screen, there may be some places where you can change the camera angle. Press ✚ to make the Camera icon appear, then press on the direction highlighted in blue to change the camera angle. Press Ⓒ to return the camera view to normal. In some situations, pressing up or down on ✚ will change between a first-person view from Mario and the normal view.

There are some places where you cannot change the camera angle.

Camera Icon

Pause Screen

Press ⊕ or ⊖ during game play to pause the game. On the pause screen, you can confirm your current coin total and the name of the galaxy you're exploring. When you want to get back to the game, choose Back, or choose Return to Map to return to the World Map.



Checking the Star List

Choose Star List on the pause screen to see which Power Stars, Grand Stars, and Comet Medals you've obtained in each World. Press ◀▶ or left and right on ✚ to change which World is being shown. Choose Back or press Ⓑ to return to the pause screen.

Comet Medals You've Obtained

Galaxy Name

Galaxies you haven't yet discovered will look like this: ----.

Power Stars (and Grand Stars) You've Obtained

Vimm's Lair

Mario's Moves / Basic

These are Mario's basic moves. Each one has its uses, depending on the situation, so try experimenting!

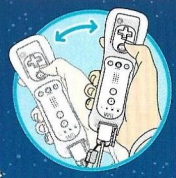
Move

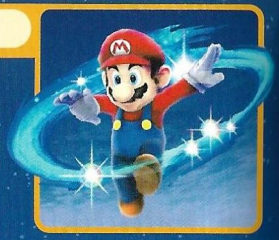
Move using ◎. Tilt ◎ a little to walk and a lot to run.

Spin

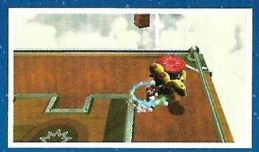
Shake

As you progress in the game, you will learn how to spin. Spinning allows you to shake the Wii Remote to destroy obstacles or stun enemies. You may also need to spin to activate certain kinds of objects, so try spinning in different places to see what happens.

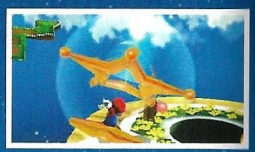




Destroy Obstacles



Stun Enemies

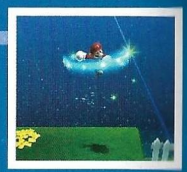


Use Objects

Spin Jump

Shake while in midair

Spin in midair to perform a spin jump. Jumping and then spinning at the peak of your jump allows you to go higher than in a normal jump.



Defeating Enemies

You can defeat most enemies by stomping on them with a jump, stunning them with a spin, or shooting them with a Star Bit and then running into them. However, there are some enemies you can't defeat in these ways. To defeat some enemies, you may need to spin to return an attack or use an item or object.

Jump

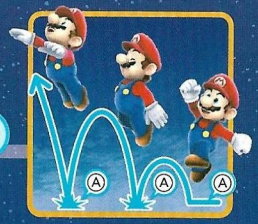
Press A to jump

You can jump in many different ways, depending on how you combine the jump with other actions. Try to find the best jump for every situation.

Multiple Jumps/Triple Jump

Press A right when you land

After jumping while you run, press A right as you land for up to three consecutive jumps. On your third jump, you may be able to pull off an especially high jump.



Backward Somersault

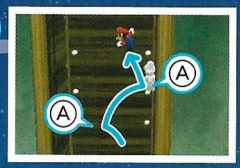
Hold Z and press A

If you jump while crouching, you will leap high into the sky and slightly backward.

Wall Jump

Face a wall and press A

Face a wall and jump toward it, then continue to jump off the wall with good timing by pressing A to kick off the wall. In areas where two walls face each other with a small gap, you can use this method to climb to the top.



Long Jump

Press Z and then A while running

Press Z and then A while running to jump a long distance.

Side Somersault

Tilt ◎ in the opposite direction while running, then press A

While tilting ◎ in the opposite direction Mario is running, press A to perform a high jump with a turn.

Ground Pound

Press Z while in midair

Press Z while in midair to perform a ground pound. You can use a ground pound to activate a ground-pound switch (p. 20).

Something will happen if you ground-pound on an area with this symbol.

Vmm's Lair

Speak/Read

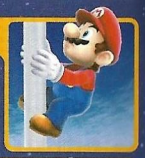
Press A

When standing in front of certain characters or signs, you can press A to speak or read.

Grab a Pole

Press A

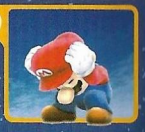
Press A to jump near a pole and grab on. You can move around the pole by tilting up, down, left, or right on ◎. Press A to jump off.



Crouch

Press Z

Press and hold Z to crouch. You can also move around while crouched by tilting ◎.



Hold or Catch/Throw

Shake

You can pick up shells and other objects by shaking the Wii Remote when standing near them. Shake the Wii Remote again to throw the object in the direction you are facing.

Pick up a shell...

Throw it at your target!

Swim

Press A

Use ◎ to change your direction underwater, and tap A to swim. If you press and hold A, you can swim by kicking your feet. Shake the Wii Remote while swimming to swim faster. Grab a shell to travel quickly through the water. To jump out of the water, press and hold A or shake the Wii Remote at the surface of the water.

Dive

Press Z

Press Z to dive. While you are underwater, an AIR will appear. If this meter goes empty, you will quickly lose life, so be careful. You can refill your air meter by surfacing or running into an air bubble.

Skate

Shake

Shake the Wii Remote while moving on ice to skate. You can change your direction while skating with ◎.

Luigi Joins the Adventure?!

You will find Luigi™ in some galaxies. If you talk to him, you'll have the option to play as Luigi!

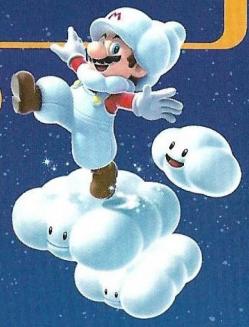
Mario's Special Moves / Power-Ups

Grabbing certain power-ups will transform you and give you new abilities. Here's how to use all of your new abilities!

Cloud Mario

Grab a Cloud Flower

With this power-up, you can walk on clouds! You can also spin in the air to create a cloud platform. Each Cloud Flower will allow you to create up to three cloud platforms. But be careful—clouds disappear after a short time.



How to return to regular Mario: Touch an enemy, take damage, or touch water.

Rock Mario

Grab a Rock Mushroom

Shake the Wii Remote to scrunch into a ball and roll like a boulder. While rolling, you can break some objects that you can't break with a spin.

How to return to regular Mario: Take damage or use a Launch Star.

Fire Mario

Grab a Fire Flower

Shake the Wii Remote to throw fireballs.

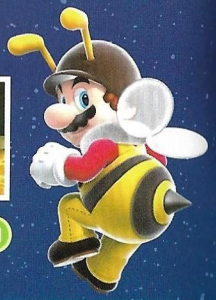
How to return to regular Mario: Just wait until the Fire Flower wears off.

Vimm's Lair

Bee Mario

Grab a Bee Mushroom

Press and hold A to hover, and control your movement by tilting ◉. Your flying meter will continue to go down while you press A. If your reaches zero, you will begin to fall, so be careful. You can also stick to honeycomb walls as Bee Mario.



How to return to regular Mario: Touch an enemy, take damage, or touch water.

Rainbow Mario

Grab a Rainbow Star

You're invincible! You can also instantly defeat any enemy you touch. After you run for a little while, your run speed will increase.

How to return to regular Mario: Just wait until the Rainbow Star wears off.

Boo Mario

Grab a Boo Mushroom

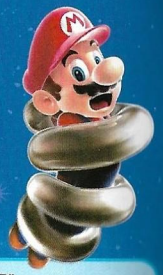
Shake the Wii Remote to turn transparent—that way, you can pass through certain types of walls. You can also press A repeatedly to float.

How to return to regular Mario: Touch an enemy or take damage.

Spring Mario

Grab a Spring Mushroom

Bounce around with your springy body. Press A with good timing when you hit the ground to bounce especially high. You will also wall-jump automatically when you hit a wall.



How to return to regular Mario: Touch an enemy, take damage, or use a Launch Star.

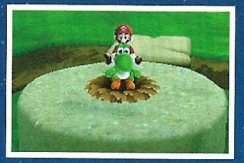
Yoshi's Moves / Basic

In some galaxies, you can ride on Yoshi! Moving is the same as with Mario, but Yoshi has some other moves too.

Get On/Off Yoshi

Get on: Jump on/spin near Yoshi Get off: Hold Z and press A

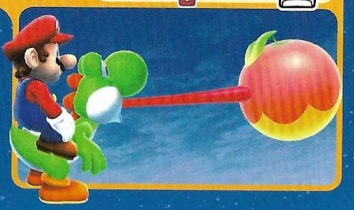
Spin or jump on a Yoshi egg to make Yoshi appear.
Jump on Yoshi or spin near Yoshi to get on.
Do a backward somersault to dismount.



Stick Out Tongue → Gulp/Spit Out

Point with and press B

You can point at enemies or fruit and press B to stick out Yoshi's tongue and eat something. Some enemies can be spit out again after you've gulped them down. Point in the direction you want to spit something, then press B.
Some enemies cannot be eaten.



Pull

Press and hold B, then back away

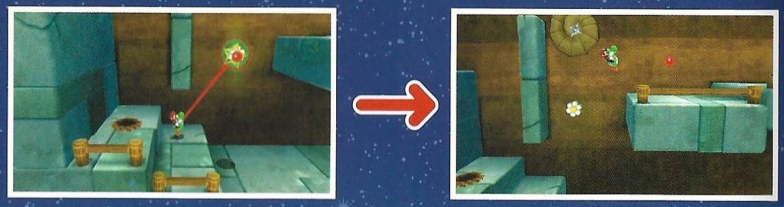
Yoshi can pull some obstacles and larger fruit by attaching his tongue to them. Point at the thing you want to pull, then press and hold B to stick Yoshi's tongue to it. Then just back away to pull the enemy or object with your tongue.

Vimm's Lair

Grab

Point with + and press B

You can point at some objects and press B to swing from them by your tongue, then release for a big jump.



Flutter Jump

Press and hold + in the air

Press and hold A during a jump to hover in the air with Yoshi's fluttering feet. You can go higher and farther with this kind of jump!

Head Shake

Shake

Shake the Wii Remote to make Yoshi batter obstacles, activate objects, or knock out enemies with his head.

Taking Damage

When you take damage while riding Yoshi, you will fall off Yoshi and he will run away. Yoshi will run around for a short amount of time or until he falls down a hole, then he will retreat into his egg. If you can reach him before he disappears, you can hop back on again.

Sometimes he will retreat into his egg immediately after taking damage.

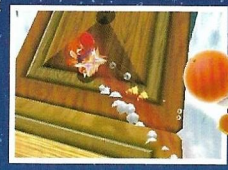
Yoshi's Special Moves / Power-Ups

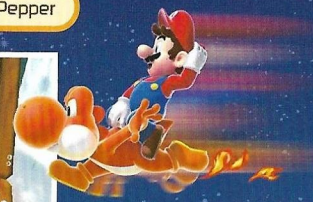
Yoshi will transform when he eats certain things! While transformed, he can use certain special powers with their own controls. After a short time, the effects will wear off.

Dash Yoshi

Eat a Dash Pepper

Yoshi will move at blazing-fast speeds after chomping this super-spicy pepper. As Dash Yoshi, you can climb up steep slopes or run on water and reach places you normally can't.





Blimp Yoshi

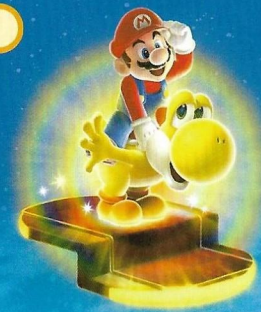
Eat a Blimp Fruit

Yoshi will inflate like a balloon and blow air, rising slowly for a short amount of time. You can change the direction you float using ◎. Press A to hold your breath and stop rising. While rising, your AIR will slowly deplete. Yoshi will stop floating when the meter runs out.

Bulb Yoshi

Eat a Bulb Berry

Yoshi will turn bright and emit a mysterious golden light for a short time. This light can reveal hidden platforms you can walk on.



Vinni's Lair

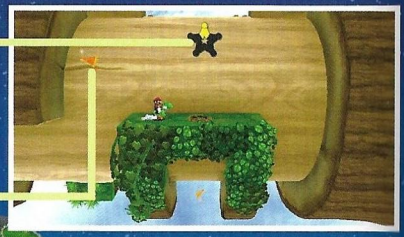
Objects

To make your way through the galaxies, you'll need to know how to use all kinds of objects.

Launch Star

Shake

Shake the Wii Remote near a Launch Star to catapult yourself on a path through the sky to another planet. Sometimes you may need to gather Yellow Star Chips to reassemble a broken Launch Star before you can use it.



Collect all the Yellow Star Chips to reassemble a broken Launch Star.

Spin Drill

Shake

Touch a Spin Drill to pick it up. While holding a Spin Drill, you can shake the Wii Remote to drill through the ground—even to the other side of a planet! You can also use the drill to defeat enemies.

The drill can't penetrate some surfaces.

Pipe

Enter the Pipe

When you enter a pipe, it will warp you to another location.

Blocks/Switches

Jump, Spin, etc.

? Block	Jump and hit this from below to release coins or Star Bits.
Brick Block	Jump to hit this from below, or spin into it to break it.
Block	You can't break this block.
Flipswitch Panel	Walk over this to change its color.
Lever Switch	Spin near this switch to change its position.
Ground-Pound Switch	Get on top of this switch, then ground-pound over it to activate it.

There are many other blocks and switches.

Teleporter

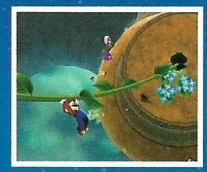
Shake

Shake the Wii Remote while standing on top of a teleporter to warp to a bonus stage. You will have a short time to defeat all enemies on a bonus stage to receive an item before you automatically warp back.

Sproutle Vine

Shake

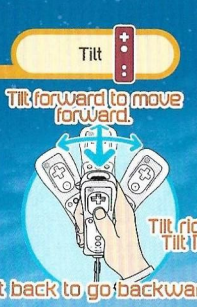
Shake the Wii Remote near a vine growing from a Sproutle to swing up the vine. When you reach the end, you can jump far off of it. Just keep shaking the Wii Remote until you've jumped off the vine.

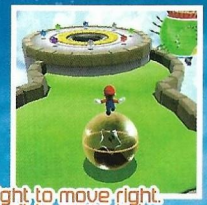


Star Ball

Tilt

Jump to get on top of the Star Ball, then hold your Wii Remote with the top pointing up. To move, tilt the Wii Remote in the direction you want to go. Press Ⓐ to jump.



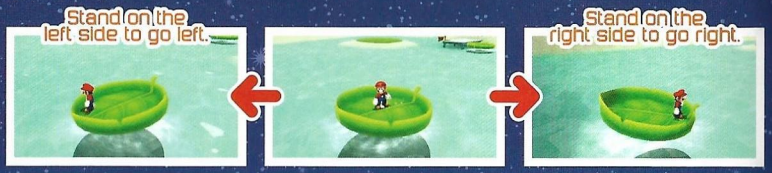


Vimm's Lair

Leaf Raft

Get on the raft

The Leaf Raft will move based on which side of it you stand on. Stand on the edge of the raft toward the direction you want to go. Stand in the middle to make it stop.



Pull Stars

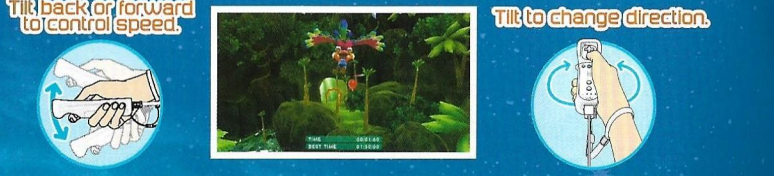
Point and press A

Point at a Pull Star until you see appear, then press and hold A to draw yourself to that Pull Star. Press A to gently release yourself from a Pull Star's grasp, or press Z or spin to release yourself quickly.

Fluzzard

Tilt

Grab on to this giant bird, then hold the Wii Remote level to fly straight. Dip the remote forward to dive, and tilt the remote back to slow down. Tilt left or right to move in that direction. You can also hear about how to control Fluzzard from the Jibberjay at the start of the level.



Tip Network

In some galaxies, you'll find TVs showing the Tip Network that can help explain how to perform certain moves or advance through a tough area. If you need a hint, try talking to the TV to see what it has to show you.

Items

Some items will help you right away. Some items need to be collected before they have an effect. Either way, you want them!

Coin

These shiny treasures restore one slice of Mario's health meter. Bring 100 coins back to Starship Mario to earn an extra life.

Green Shell

Throw these to break open treasure chests or attack enemies. You can also hold on to one while swimming for a nice speed boost.

Comet Medal

Collect Comet Medals to make special Prankster Comets appear in some galaxies.

? Coin

When you grab this, things like coins will appear.

1-Up Mushroom

Grab these to earn Mario extra lives.

Life Mushroom

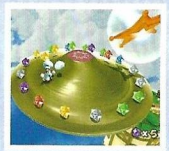
Grab one of these to temporarily increase Mario's max health to six. But if Mario's life falls to three or lower, his max health will revert to three.

Chance Cube

Spin these to roll them and receive the item on the side facing up. Some may also make enemies appear, so be careful.

Collecting Star Bits

Grab 100 Star Bits to earn an extra life. You can shoot Star Bits you have collected by pointing at your target and pressing B. Use them to attack enemies or feed Hungry Lumas.



Cosmic Guide

In some galaxies, if you lose enough lives, the Cosmic Spirit will appear somewhere. Speak to her and ask for her help to activate Cosmic Guide. It will show you the way to the Power Star. But remember, any Power Stars you earn this way will be Bronze Stars.

Vimm's Lair

NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

Nintendo Customer Service
SUPPORT.NINTENDO.COM
or call **1-800-255-3700**

NEED HELP PLAYING A GAME?

Recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill. If the information you need is not on the Power Line, you may want to try using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

BESOIN D'AIDE POUR L'INSTALLATION, L'ENTRETIEN OU LA RÉPARATION?

Service à la clientèle de Nintendo
SUPPORT.NINTENDO.COM
ou composez le **1 800 255-3700**

BESOIN D'AIDE DANS UN JEU?

Des astuces préenregistrées pour de nombreux titres sont disponibles sur la Power Line de Nintendo au (425) 885-7529 (en anglais seulement). Puisque l'appel pourrait être interurbain, demandez la permission à la personne qui paie les factures de téléphone avant d'appeler. Vous pouvez aussi utiliser votre moteur de recherche préféré pour trouver des astuces sur Internet. Essayez quelques-uns de ces mots clés dans votre recherche : « solution complète », « FAQ », « codes », « trucs » et « astuces ».

¿NECESITAS AYUDA DE INSTALACIÓN, MANTENIMIENTO O SERVICIO?

Servicio al Cliente de Nintendo
SUPPORT.NINTENDO.COM
o llama al **1-800-255-3700**

¿NECESITAS AYUDA CON UN JUEGO?

Puedes escuchar consejos grabados para muchos títulos a través del servicio Power Line de Nintendo, llamando al (425) 885-7529. Esta puede ser una llamada de larga distancia, así que asegúrate de pedir permiso a la persona que paga la factura del teléfono. Si el servicio Power Line no tiene la información que necesitas, te recomendamos que uses el motor de búsqueda que prefieras para encontrar consejos para el juego. Algunas de las palabras que te ayudarán en tu búsqueda, además del título, son "instrucciones paso a paso", "preguntas frecuentes", "códigos" y "consejos".

Official Nintendo Seal

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Ce sceau officiel est votre garantie que le présent produit est agréé ou manufacturé par Nintendo. Cherchez-le toujours sur les boîtes lorsque vous achetez des consoles de jeux vidéo, des accessoires, des jeux et d'autres produits apparentés.

El sello oficial es tu ratificación de que este producto está autorizado o ha sido fabricado por Nintendo. Busca siempre este sello al comprar sistemas de videojuegos, accesorios, juegos y otros productos relacionados.

Nintendo

NINTENDO OF AMERICA INC.
P.O. BOX 957, REDMOND, WA
98073-0957 U.S.A.

71175C

www.nintendo.com

PRINTED IN USA

Vimm's Lair

Pointer

Point

Grab Star Bits

Z Button

Crouch Z

Dive
Press at Z water's surface

Control Stick

Move

+Control Pad

Switch camera

B Button

Shoot Star Bits B

HOME Button

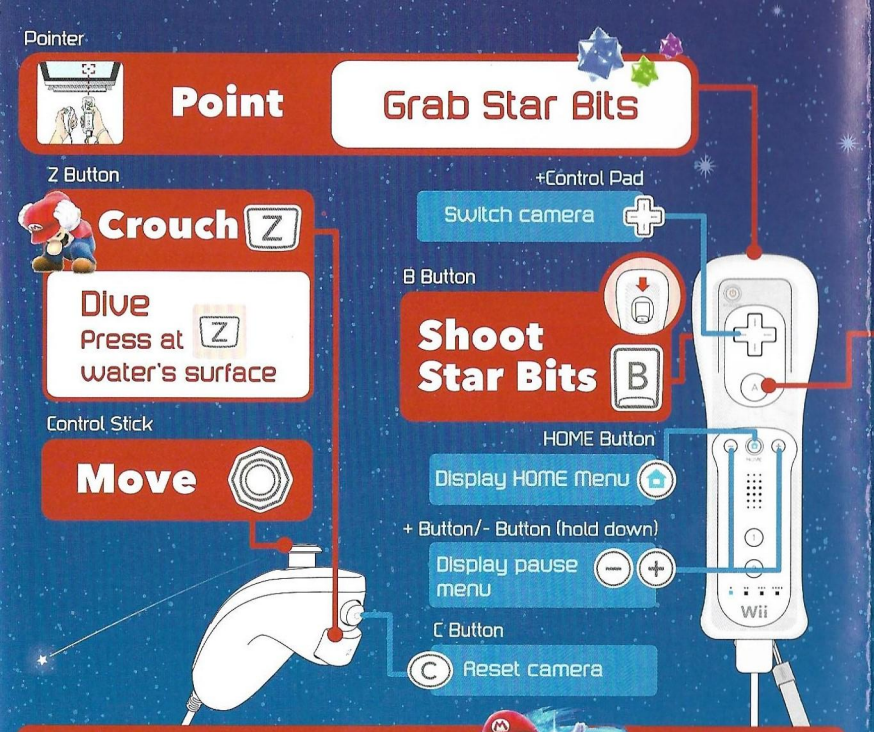
Display HOME Menu

+ Button/- Button (hold down)

Display pause menu

C Button

C Reset camera



Spin

Spinning is used to break obstacles, stun enemies, and activate objects, as well as for various other moves.

Shake Wii Remote

Break obstacles

Stun enemies

Use objects

Spinning while jumping

Jump higher with a Spin Jump

While jumping

Hold/Catch
when touching or near item
Note: *You can also grab an item by touching it.*

Throw
when holding item

Skate
when moving on ice

71541B

Nintendo

© 2010 Nintendo. TM, ® and the Wii logo are trademarks of Nintendo. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories. © 2010 Nintendo.

DOLBY PRO LOGIC II

PRINTED IN USA

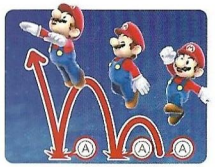
Basic Controls (Mario™)

For more detailed information on Mario's moves or information on the game, please refer to the instruction booklet. Please keep this guide and the instruction booklet for future reference.

A Button

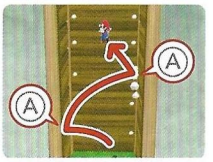
A Jump

Triple Jump/ Multiple Jumps



Jump at the right time when landing — Jump A

Wall Jump



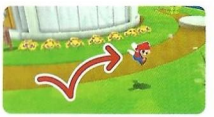
Jump at the right time when touching a wall — Jump A

Side Somersault

Move in one direction, then quickly switch to the opposite direction and jump — Jump A

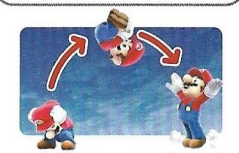
Pressing Z and jumping

Long Jump



Run, crouch with Z, and jump — Jump A

Backward Somersault



While crouching with Z, jump — Jump A

Ground Pound

Press Z in midair — Jump Z

Swim
Press A Button when at water's surface/ underwater
Note: *Press Z to dive into the water.* A

Grab a Pole
Press A Button next to a pole A

Speak/Read
Press A Button near a signboard/ character A

Vimm's Lair

Basic Controls (Yoshi™)

Shake Wii Remote

Head Shake

Control Stick

Move

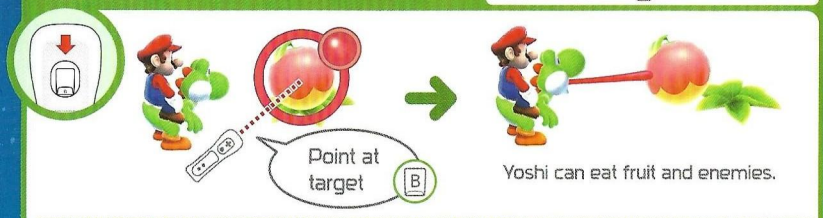
Z Button

Crouch Z

B Button

B Stick out tongue → Eat

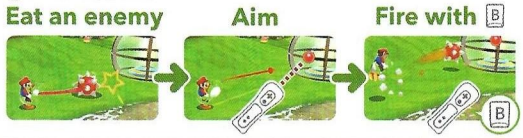
Point at target Point and B



Yoshi can eat fruit and enemies.

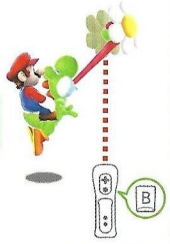
Spit out You can also attack by spitting things that Yoshi has swallowed, including some enemies!

Eat, then aim by pointing Point and B



Grab

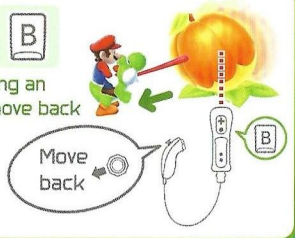
Point and B



Pull

B

Hold down when grabbing an object and move back

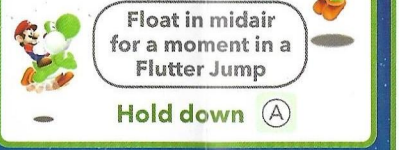


Pointer

Aim at enemies or fruit

A Button

A Jump



Float in midair for a moment in a Flutter Jump

Hold down A

Ride Yoshi/Get off

Break Yoshi's egg	Ride Yoshi	Get off
Jump A or Spin	Jump A or Spin	Z while crouching, Jump A

P2 Basic Controls (Co-Star Luma)

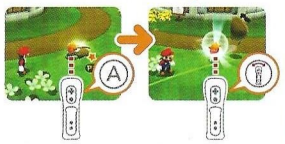
When you have two Wii Remote™ controllers, another player can play as the Co-Star Luma. The Co-Star Luma moves alongside Mario.

Shake Wii Remote

Spin

Stun/defeat enemies

While stopping enemies



Note: *Can't be used on some enemies.*

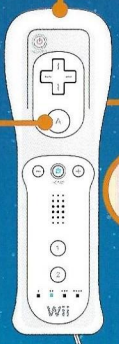
Touch a Checkpoint Flag

While pointing at a Check-point Flag, Hold A and

Pointer

Point at enemies, items, etc.

Grab Star Bits



B Button

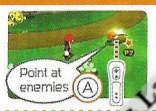
B Shoot Star Bits

A Button

A Stop enemies

Note: *Can't be used on some enemies.*

Point at enemies and A



Grab coins Point at coins and A

Vinum's Lair

Earn Exclusive Rewards

Register your software and complete a short survey to earn Coins that can be redeemed for rewards only available at Club Nintendo™.

club. nintendo™

Gagnez des primes exclusives
Enregistrez vos logiciels et complétez un sondage court pour gagner des Pièces pouvant être utilisées pour obtenir des primes seulement disponibles dans le Club Nintendo.

Gánate regalos exclusivos
Registra tus juegos y completa una breve encuesta para acumular Monedas que se pueden canjear por regalos que están únicamente disponibles a través de Club Nintendo.

club.nintendo.com

Vimm's Lair

REGÍSTRATE AHORA

Registra tus juegos y llena una breve encuesta para ganar Monedas y canjearlas por regalos exclusivos.*

¡Registrarte a Club Nintendo es gratis y fácil! Como miembro podrás:

- Registrar tus juegos y participar en encuestas para ganar Monedas.
- Canjear tus Monedas por regalos que solamente se encuentran disponibles a través de Club Nintendo.
- Recibir regalos del Estatus Elite al acumular una cantidad fija de Monedas cada año.
- Recibir las últimas noticias y actualizaciones de Nintendo.

Regístrate ahora a través de **club.nintendo.com**

**La membresía del Club Nintendo solo es válida en los EE.UU. y Canadá. Consulta las reglas y condiciones para obtener más detalles.*

La registración del producto se tendrá que efectuar antes de 01/31/2015 para poder recibir las Monedas.

INSCRIVEZ-VOUS DÈS MAINTENANT!

Enregistrez vos logiciels et répondez à un sondage court pour gagner des Pièces pouvant être utilisées pour obtenir des primes exclusives.*

Il est simple et gratuit de s'inscrire au Club Nintendo! En tant que membre, vous pourrez :

- enregistrer vos logiciels et participer aux sondages pour gagner des Pièces;
- échanger vos Pièces contre des primes offertes seulement dans le Club Nintendo;
- recevoir une prime de statut élite en accumulant un certain nombre de Pièces à chaque année;
- recevoir les toutes dernières informations et actualités de Nintendo.

Inscrivez-vous dès aujourd'hui sur **club.nintendo.com**

**L'inscription au Club Nintendo n'est valide qu'aux États-Unis et au Canada. Veuillez vous référer au Termes et conditions du Club Nintendo pour plus de détails.*

L'enregistrement du produit doit se faire avant le 2015-01-31 pour gagner des Pièces.

Vimm's Lair

PIN:
NIP: WNL-5L8Y-FMQ3-NFK

visit club.nintendo.com

REGISTER NOW

Register your software and fill out a short survey to earn Coins towards exclusive rewards.*

Joining Club Nintendo is free and easy!
As a member, you can:

- Register your software and participate in surveys to earn Coins.
- Redeem your Coins for rewards items only available at Club Nintendo.
- Receive an Elite Status Reward by earning a set amount of Coins each year.
- Receive the latest news & updates from Nintendo.

Sign up today at club.nintendo.com

*Club Nintendo memberships only valid in U.S. and Canada. See Club Nintendo Terms and Conditions for further details.

Product registration must occur by 01/31/2015 to qualify for Coins.

71176B

Club Nintendo is a trademark of Nintendo.
© 2009 Nintendo.

PRINTED IN U.S.A.

Vinnn's Lair

If you like
Super Mario Galaxy™ 2,
check out these other great games!

Si vous aimez
Super Mario Galaxy™ 2,
jetez un coup d'oeil à ces autres
jeux formidables.

Si te gustan juegos como
Super Mario Galaxy™ 2,
prueba estos otros fabulosos juegos.

Wii™

Vimm's Lair

New SUPER MARIO BROS.™ Wii

An all-new side-scrolling adventure is here… and this time, you can bring friends!

New Super Mario Bros. Wii takes everything the world loves about New Super Mario Bros. games and spins it into a four-player goomba-stomping romp through the Mushroom Kingdom! Players can take the game on alone or, for the first time ever, up to four friends* can team up to power through levels packed with bottomless pits, blasting cannons, slippery ice, and tumbling platforms. With four players charging through the chaos, levels never play the same way twice!

*Multiplayer game play requires additional accessories (sold separately)

Invitez vos amis à se joindre à vous dans cette toute nouvelle aventure à défilement horizontal!

New Super Mario Bros. Wii réunit tous les éléments des jeux New Super Mario Bros. dont tout le monde raffole dans cette course effrénée à travers le Royaume Champignon! Écartez-vous, les Goomba! Surmontez les défis seul(e) ou, pour la toute première fois, faites équipe avec trois de vos amis* pour franchir les niveaux pleins de fausses sans fond, de canons retentissants, de glace lisse et de plateformes vacillantes. Lorsque quatre joueurs foncent dans la cohue, les niveaux se suivent, mais ne se ressemblent jamais!

*Des accessoires supplémentaires (vendus séparément) sont nécessaires pour jouer en mode multijoueur

Ha llegado una nueva aventura en dos dimensiones... ¡y esta vez puedes incluir a tus amigos!

New Super Mario Bros. Wii es una aventura a través del Reino Champiñón con todo lo que te encanta de esta serie, ¡pero ahora para cuatro jugadores! Podrás enfrentarte a este desafío solo, o podrás hacerlo por primera vez junto con tus amigos*. Navega por niveles repletos de pozos sin fondo, cañones retumbantes, hielo resbaladizo, plataformas peligrosas y más. Con cuatro jugadores haciendo un caos del Reino Champiñón, ¡el mismo nivel siempre brindará nuevas experiencias!

*El modo multijugador requiere accesorios adicionales (se venden por separado)

UP TO 4 PLAYERS!
1 À 4 JOUEURS!
¡DE 1 A 4 JUGADORES!

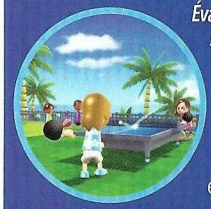
www.mariobroswii.com

EVERYONE / ENFANTS ET ADULTES — E — CONTENT RATED BY / CONTENU ÉVALUÉ PAR ESRB

Comic Mischief
Espièglerie

Wii Sports Resort™

Escape to an exotic island resort with a variety of sports and even more precise controls! Swish a three-point basket, challenge a friend to a sword duel, hit a bull's-eye with a bow and arrow, throw a Frisbee® to a wagging dog, or dish up a blazing-fast table tennis serve–with 12 sports in all, there's always something fun to do! The Wii MotionPlus™ accessory included with the game makes playing even more precise. It's easy for anyone to grab the Wii Remote™ controller and play–just do what's natural!



Évadez-vous vers un centre de villégiature tropical où vous pratiquerez une foule de sports tout en profitant de commandes plus précises que jamais! Enfilez des paniers de 3 points, affrontez un ami dans un duel au sabre, visez dans le mille au tir à l'arc, lancez un Frisbee® à pitou, ou encore foudroyez votre adversaire avec un service du tonnerre au tennis sur table. Des tonnes de plaisir vous attendent avec un choix de 12 sports. L'accessoire Wii MotionPlus™, inclus avec le jeu, vous permet de jouer avec une précision inégalée. Vous n'avez qu'à vous munir d'une manette, suivre votre instinct… et le tour est joué!

Escapa a una isla exótica con una multitud de deportes y ¡mayor precisión de control! Hecha una canasta triple, reta a un amigo a un duelo con espada, tira al blanco con tu arco, lanza un Frisbee® a tu perro o prepárate para usar tu poderoso saque de tenis de mesa. Con 12 deportes en total, siempre hay algo divertido esperándote. El accesorio Wii MotionPlus™ incluido con el juego te permite jugar con más precisión. Cualquier persona puede jugar, ¡simplemente haz como si jugaras de verdad!

www.wiisportsresort.com

DOLBY PRO LOGIC II

"Frisbee®", "Frisbee® Disc", "Wham-O®", "Frisbee® Golf", "Frisbee® Dog", and their related logos are registered trademarks of Wham-O, Inc. All rights reserved. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

EVERYONE / ENFANTS ET ADULTES — E — CONTENT RATED BY / CONTENU ÉVALUÉ PAR ESRB

Cartoon Violence
Violence en animation

Vinm's Lair

NETFLIX

Watch TV episodes and movies streamed to your TV via your Wii™ console!

Watch as many TV episodes and movies as you want for only $8.99 a month – **go to Netflix.com/Wii** to start your FREE trial today! All Wii consoles are able to connect to the Internet – find out how to connect yours at connectmywii.com. Start enjoying Netflix and other great online entertainment when you connect your Wii today.

Trial offer available to first time and certain former members of the Netflix service and cannot be combined with any other offer. Internet access and valid payment method required to redeem offer. Netflix will begin to bill your payment method for the Netflix plan selected at sign-up at the completion of the 2 week free trial unless you cancel prior to the end of the free trial. Your Netflix membership is a month-to-month subscription that you can cancel at any time. Click the "Your Account" button for cancellation instructions. Watching Instantly: Not all DVD titles are available to watch instantly. Netflix streams instantly only to the 50 United States and the District of Columbia. Please visit www.netflix.com/TermsOfUse for complete terms and conditions, including shipping and delivery details.

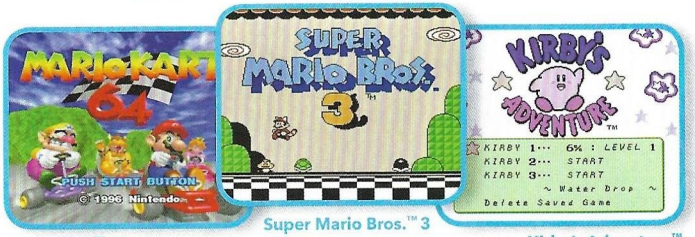
US only.
Sólo en Estados Unidos.
États-Unis seulement.

Download New and Classic Games to your Wii Console from the Wii Shop Channel!

www.wiishopchannel.com

Téléchargez de nouveaux jeux et des classiques sur votre console Wii à partir de la Chaîne boutique Wii!

¡Descarga juegos nuevos y clásicos a tu consola Wii desde el Canal Tienda Wii!



Mario Kart™ 64 | Super Mario Bros.™ 3 | Kirby's Adventure™

Virtual Console™

Hundreds of classics such as:
Une centaine de classiques comme : / Cientos de títulos clásicos como:

Donkey Kong™
Super Metroid™
Super Mario World™
Yoshi's Story™
Punch-Out!!™ Featuring Mr. Dream
The Legend of Zelda™ : Ocarina of Time™

WiiWare™

Innovative Wii games:
Des jeux Wii novateurs : / Innovadores juegos de Wii como:

Tetris Party™
World of Goo™
Tales of Monkey Island™ series
Pokémon™ Rumble
Excitebike™: World Rally
Brain Challenge™

PRODUCTS RANGE FROM EVERYONE TO EVERYONE 10+
E-E 10+
CONTENT RATED BY ESRB

Vintage Lair

MARIO KART Wii

nintendo Wi-Fi connection

The worldwide race is on! Use the included Wii Wheel™ accessory to cruise tracks and arenas or bust out one of the motorbikes for special tricks and techniques. You can play with up to three friends* in your living room or challenge up to 11 friends via Nintendo® Wi-Fi Connection** in the biggest Mario Kart race yet. You can even race as your Mii™ character!

*Additional accessories required. Sold separate. **Broadband Internet access required for online play. For more info, go to support.nintendo.com.

La course mondiale va commencer! Utilisez le Wii Wheel™ inclus pour courser sur des circuits et des arènes, ou chevauchez une moto pour essayer des figures aériennes et des techniques hors du commun. Jouez avec jusqu'à trois de vos amis* chez vous, ou affrontez jusqu'à onze amis grâce à la Connexion Wi-Fi Nintendo** dans la plus grande course Mario Kart jamais vue! Vous pourrez même utiliser votre Mii pour courser!

*Accessoires supplémentaires nécessaires, vendus séparément. **Une connexion à haute vitesse est nécessaire pour jouer en ligne.

Pour plus d'informations, visitez support.nintendo.com.

¡La carrera mundial ha empezado! Usa el Wii Wheel™ que viene incluido para manejar por los circuitos y escenarios, o estrena una de las motos para hacer piruetas y técnicas. Puedes jugar con un máximo de tres amigos* en tu sala, o desafiar a un máximo de 11 amigos usando la Conexión Wi-Fi de Nintendo®** en la carrera más grande de Mario Kart. ¡Incluso puedes competir usando tu Mii™ como conductor!

*Necesitarás accesorios adicionales que se venden por separado. **Requiere una conexión de banda ancha para jugar en línea.

Para obtener más información, visita support.nintendo.com.

DOLBY. PRO LOGIC II

Nintendo®

71177A

EVERYONE ENFANTS ET ADULTES

E

CONTENT RATED BY CONTENU CLASSIFIÉ PAR ESRB

Comic Mischief
Espièglerie

Game trademarks and copyrights are properties of their respective owners.
Nintendo properties are trademarks of Nintendo. © 2010 Nintendo.

PRINTED IN USA

Vinni's Lair